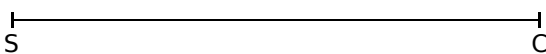
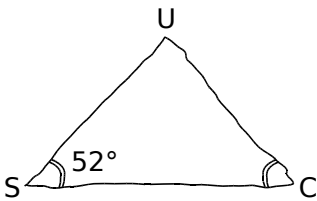
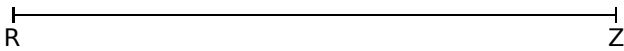
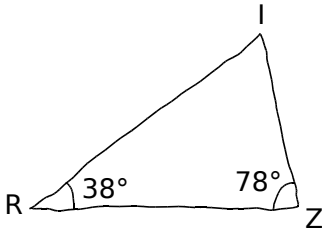
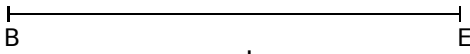
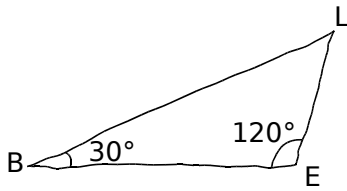
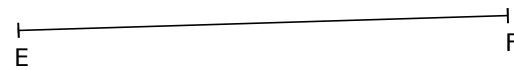
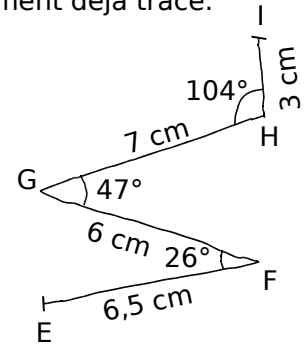
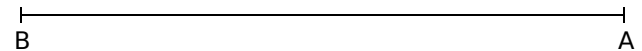
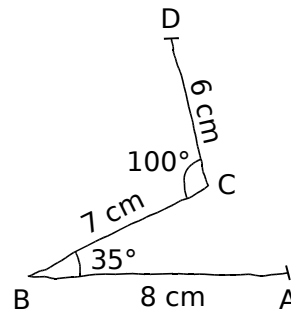


1 Reproduis chaque triangle en vraie grandeur, à partir du segment déjà tracé.

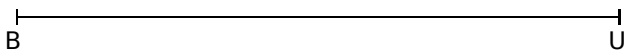
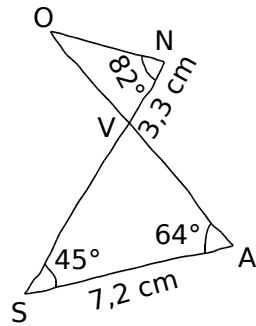
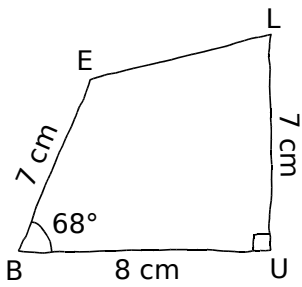


2 Reproduis chaque ligne brisée en vraie grandeur, à partir du segment déjà tracé.

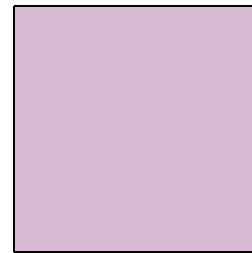
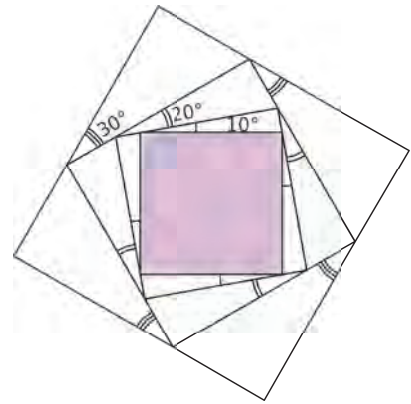


M1 Fiche 2 : construire des angles (3)

1 Reproduis chaque figure en vraie grandeur, à partir du segment déjà tracé.



2 Reproduis cette figure, à partir du carré coloré.



3 Au billard, chaque fois que la boule touche un bord de la table, elle rebondit en formant avec ce bord un angle égal à l'angle d'attaque. On considère cette table triangulaire. Trace le chemin de la boule et indique sa position au cinquième rebond.

